

San Francisco/Bay Area Timex/Sinclair USERS

Issue 1 Volume

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Learning Z80 A Assembly Language Programing

In order to program in assembly language we must first look at the " Registers ". Registers are pieces of memory located inside the Midroprocessor. They are used to store, retrieve and manipulate numbers, characters, and addresses.

Each type of microprocessor has its own individual set of registers. The names of the registers provided for the z-80A are: A,B,C,D,E,F,H,L,SP,PC,IX,IY,I,R

The registers A thru L plus I and R are eight bit registers.

Computers talk to themselves in binary arithmetic, in Ø's and l's. An eight bit register can hold eight g's or eight l's in any desired order. If all the bits in an 8-bit register are set to 1's i.e., 11111111, then the largest number the register can hold is 255 decimal. This is a very limited amount so the 8-bit registers can be paired. When paired, they are now 16-bit registers and can hold a maximum of 65535 decimal or Illl11111111111 binary.

A brief description of the registers and their pairings follows: "AF" - A is called the accumulator. It is the primary source and destination for most arithmetic operations,

"F" - is the flags or status register. It is an extremly important one. Certain instructions will set or reset these flags as appropriate. a an 8-bit register with six flags. The names and a brief descripof the flags follows:

"s" sign takes on the value of bit 7 of the accumulator after a mathmatical operation.

"z" sero if the result of an instruction is zero this flag is set

aux carry or half carry=set if a carry was needed from bit 3 to bit 4

P/O = parity/overflow. A dual purpose flag. First it indicates the number of 1's (even or odd) in the 8-bit accumulator after an operation is completed. Second the overflow is set if the sign of a number was changed. More details on this later.

"n" = subtract status set to 1 is subtraction, \$\phi\$ otherwise. "c" = carry set if an operation resulted in a number that was larger then the register operated upon could hold. This is not the same as overflow.

"PC" - Historicaly this register is called the byte counter. This register pair, more on pairs later, can be used to count iteration of a program (similar to for-next in basic).

"DE" - sometimes called the destination register. This is just another 16-bit paired register.

"HL" - The primary address pointer. This register is generally used to hold an address. When you want to do something to a specific address it is held in ML. For instance: if you want to load a number into an address you usually load HL with the address then load the contents of HL (the address pointed to by the HL pair) with the number desired. Much more on this later.

"SP" - called stack pointer. This register is used to make a stack. Stacks are very important in programming. One use for the stack is to preserve the values in registers by "pushing" 1 onto the stack then "popping" them after. Ohe important point remember about stacks is that first on the stack is the last off. Failure to do this operation will definetly cause a crash.

"PC" - the program counter. Used by the computer to remember where the next instruction to be executed is located. It cannot be manipulated directly by instructions but many of the jump (goto) and call (gosub) instructions manipulate it.

Machine Code Graphics: The T/S 1000 (and ZX81) Display File

If you want to program fast (or medium speed) games on the T/S1000, Sinclair BASIC is not appropriate. Z80 machine code is currently the most convenient to use. However, with machine code (MC) you do not have the convenience of the PRINT or PLOT commands. To display characters on the screen you have to POKE the appropriate character code into the proper address of the Display-File (D-File). It is necessary to understand the layout and function of the D-File to be able to use it. The following discussion attempts to describe the D-File of a 16K machine. 1K or 2K D-Files are arranged very differently.

The D-File of a T/S1000 contains the information for the current screen display that you are viewing when your computer is operating. contains a strip of 793 Bytes in RAM. Each Syte contains either a code for a character to be placed in a specific screen location or a 113 (76 in hex) that tells the machine to end a line. The D-File does not stay in one place in the RAM. However, you can always find it since the current address of the D-File is in a system variable that is stored in addresses 16396 and 16397 (400C and 400D in hex). The D-File starting address is always:

PEEK 16396 + 256*PEEK 16397.

Now let's examine the D-File. Enter and RUN the program in Listing 1: LISTING 1

10 LET P=PEEK 16396+256*PEEK 16397 397 20 DIM A(\$00) 100 FOR F=0 TO 792 110 LET A(F+1) =PEEK (P+F) 120 NEXT F 200 FOR F=0 TO 792 210 PRINT A(F+1);"";

220 NEXT

The program displays a blank screen while it copies the D-File into the A array. It then prints the D-File of the blank screen onto the screen (the screen will run out of space so use the CONT command to complete the program). you will see the D-File begins with a 118. There a then 32 O's which mean that the first line is all spaces (see the character set in the appendix of the T/S 1000 Manual). If the top row displayed a row of A's then there would have been 32-38's instead. If you don't believe me add these lines to the program:

> 30 PRINT "AAAAAAAAAAAAAAAAAAAAAAA ΑΑΑΑΑΑΑΑΑΑΑ" (32 A's) 130 CLS

> > CONT. (2)

_ LOCAL VAER GROUP MEETINGS -

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CONT. (2)

"IX", "IX" - are index registers. They are used similar to HL, as the usually hold addresses but require an ofset or displacement with them. For instance if you have a table of data and you want the 12th item from it you could load IX with the address of your table plus 12.

"I" and "R" - esoteric registers. I is called the interrupt vector and is used to store the page address of an interrupt response routine. R is called the refresh register and the most refreshing thing about this one is that it is not essential to programming in assembly language.

Binary numbers are extremly hard to program with. The program on the right contains an error can you see it?

00111010	00111010
01100000	01100000
00000000	00000000
01000111	01000111
00111010	01110010
01100001	01100001

To correct this, most assembly language is done in Hexadecimal number system. Hexadecimal is directly transferable to binary. Here is the same program in hexadecimal.

3A	3A
60	60
00	00
47	47
3▲	72
61	61

To count in Hex (as it is called) we need to use letters as numbers The number 10 in hex is 16 in decimal. So we must fill the gap between 9 decimal and 10 decimal. Here are the hex digits and their binary equivalents:

T.l. adminariamen:	
ø1	ØØ\$1
02	0010
03	0011
Ol4	0100
05	0101
06	0110
07	0111
08	1000
09	1001
OA	1010
OB	1011
oc	1100
OD	1101
OE	1110
OF	1111

In the next artical we will used this infromation to enter a basic program that will help us understand and enter machine code.

F.J.M. 6/3/83

CONT. FROM (/)

After the 0's there is a 118 which tells the machine to end the line. There are then 23 more lines of 33 Bytes (32-0's and 1-118). If any of the 0's were replaced with another character code that character would be printed on the screen.

A hardy representation of the D-File is shown Figure 1. It shows each of the screen spaces plus the right hand column which will have all 118's. If you add the number in a specific box to the beginning address of the D-File you can access that screen space. For example, let's put an "inverse space" into space 410 with this program:

10 LET P = PEEK 16396 + 256*PEEK 16397 20 POKE P + 410, 128

Any character can be placed on the screen using this method. Now add this line and RUN:

30 POKE P + 727,23
You can see that the 23rd line is now available to us which we cannot access with PRINT and PLOT. The entire screen is available to us in MC programming. Now you might like to try placing different characters to different parts of the screen after defining P as in line 10.

This technique is handy for moving graphics even in BASIC. Figure 1 shows that adding 33 to an address of a space locates the space directly under it. This is important for up and down movement. Diagonal movement is simulated by adding or sbrracting 32 or 34 as in the program in Listing 2:

LISTING 2

10 LET P=PEEK 16396+256*PEEK 1
6397
20 LET X=-34
30 LET T=345
100 POKE P+T,23
105 LET S=T
110 LET T=T+X
120 JF T>725 OR T<1 THEN LET X=
X*(-1)
130 JF T>725 OR T<1 THEN GOTO 1
10
140 POKE P+5,0
150 GOTO 100

Changing the value of X in line 20 will cause changes in the movement.

While the examples in this article were in BASIC the principles are necessary for use in MC programming. My article in the May BAZUG 83 newsletter uses this knowledge for a simple MC moving graphic program. That article is reprinted in this issue.

Joel Brody

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900 PRINT ,"WHAT IS INCORRECT?
","1 MEMBER NO.",,"2 DUES MO.
AND YR.","3 SPECIAL CODES","4
FIRST NAMES",,"5 LAST NAME",,"6
STREET ADDRESS","7 CITY",,"8
STATE","9 ZIP",,"10 PHONE",,"
11 EVERYTHING; DELETE LISTING"," 12 NOTHING

900 PRINT AT 1,1; "WHAT IS INCOR RECOR 905 PRINT AT 2,1;"1 MEMBER NG. 910 PRINT AT 3,1;"2 DUES MO. A 915 PRINT AT 4,1;"3 SPECIAL CO 920 PRINT AT 5,1;"4 FIRST NAME 925 PRINT AT 6,1:"5 930 PRINT AT 7,1:"6 RESS" 935 PRINT AT 8,1:"7 940 PRINT AT 9,1:"8 LAST NAME" STREET ADD 935 PRINT AT 8,1;"7 CITY"
940 PRINT AT 9,1;"8 STATE"
945 PRINT AT 10,1;"9 ZIP"
950 PRINT AT 11,1;"10 PHONE"
955 PRINT AT 12,1;"11 EVERYTHIN
15 DELETE LISTING" G; DELETE LIBITING 960 PRINT RT 13,1;"12 NOTHING"

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TIMELINZ REVIEWS by David Kinkead

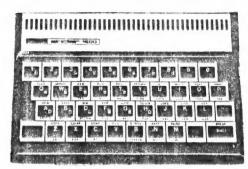
EUREKA! There it was amidst the volumes of cutsie game books and reworded user guides, a volume with the unpretentious name "MASTERING YOUR TIMEX/SIN-. CLAIR 1000 PERSONAL COMPUTER".

"So what's new..." you ask. Tim Hartnell and Dilwyn Jones have done an exceptional job of taking the be-wildered newcommer to TIMEX from the basics through some sophisticated programming. Each of its 18 chapters is divided into subchapters and carefully demonstrate the techniques necessary to master the Timex/Sinclair.

The programs provided are very useful (not just asteroid blasting) and contain an explination of why they are listed as they are. It also provides some helpful information on saving space in your programs.

The authors are from Britain. Tim Hartnell is the editor of zx Computing and founder/coordinator for the Entional ZX Users' Club. Dilwyn Jones runs a users group in North Wales and is a technician in the Welsh broadcasting industry.

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the South Bay groups. Francisco that our efforts to form a true San Newsletter. duce a new Bay area wide Timex user evolved into Timelinez. With this into the TIMEX TS so has from the North Bay, Peninsula and between users that can result from ample of increased communication monthly newsletter is the first exbeginning to bear fruit. This new issue we In this issue you'll find sections association of local user groups the Sinclair 2X has evolved begin a joint effort to pro-Bay Area user group are It's rewarding to see SincLink

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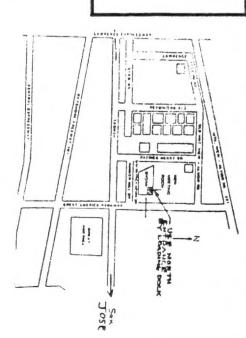
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section of Timelinez. will retain the name SincLink for our as the South Bay T/S User Group. tion our group will now be identified As a result of this new organiza-Ve

all are welcome to attend. available. will have several example ML programs will present our second seminar on at the Dysan Corp. facilities the 4th Tues.:) between 7 and 10 pm instruct on how to machine code programming. map. Tuesday of each month (not necessarily tnere! Our meetings are At our next meeting Jim McMurry The meetings are open and program in ML and held on the last He will See you see

Best wishes

Paul President D. Perreau1t



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Now available for TS1000/ZX81 with 16K RAM.

On this page Eric Reiter, our own local TS computer wizzard, brings us up to date on his latest projects.

Printer Plotter in high resolution graphics; cassette tape & manual..\$35.

Business file management program; cassette tape with manual........\$10.

To be released in June 1983:

Fast Fourier Transform on EPROM. Two 2716s or one 2764.....\$75.

Dual trace storage scope with high resolution printer graphics & FFT.\$100.

About the programs.

FAST FOURIER TRANSFORM. (256 point, 8 bit precision, magnitude, phase, complex coefficients, ONE SECOND, Hamming window). This program is 4 Kilobytes of solid 280 machine code specially written to our specifications and high standards. It is used for spectrum analysis and other scientific applications. Here is an example of its use: If you set up a bank on RAM of 256 bytes which represents a waveform of voltage (magnitude) verses time, the FFT program will...

1) grab the 256 bytes of data from the bank,

2) perform a prescaling of the data called a Hamming Window (optional),

3) do the FFT,

4) set up a bank of the real and imaginary coefficients (source of mag and phase),

5) set up a 128 byte bank which can describe a graph of voltage vs frequency.

6) set up a 128 byte bank which can describe a graph of phase shift vs frequency. The waveform has now been completely described in terms of the magnitude and phase shifts of a set of sine waves. The entire operation takes less than one second on the Timex which uses a 3.25 megaHertz clock. The data delivered is a full 8 bits of precision. The calculations have been performed with 16 bit precision to avoid round offs. The program is available in EPROM at addresses 8192 to 12288 in the 'transparent' part of the Timex memory map. The RAM banks start at 29K and can work in the 16K RAM with or without moving 'ramtop'. The EPROMs are available in either two 2726's or one 2764. The 2716's can fit on the Hunter Board. The 2764 can fit on the UH64 from Byte Back. Documentation will be furnished with the FFT. A complete manual including use, theory and applications of the FFT is in progress and can be delivered at a future date. We also plan to have the FFT available on disk for computers that run CPH.

DUAL TRACE STORAGE SCOPE. This is a report on the progress of our "Scope" product. It uses the high resolution Printer Plotter by John Kane. It is designed to work with the Computer Continuum Analog Interface Board, TS/ZX printer, 16K or more of RAM, and a ZX/TS computer. Upon RUNning the program the Scope automatically does a series of data acquisitions and displays the trace on the video monitor or TV. The user enters single stroke commands as outlined in the table below.

mmand key	numerical entry
F	.003 to 155
T	0 to full scale
C	1 or 2
\$	
R	
P	
N	

positive real number

function performed sampling Frequency in kiloHertz.

Trigger voltage setting.
Channel select.
do a scope Sweep (data acquisition & display).
Repeat sweeps every 3 seconds.
Printer plot with high resolution graphics.
Enter a label or name to be placed on the printer plot and do the printer plot. set scale of Voltage full scale.

Each sweep takes 1.5 seconds to produce the video display. In single channel mode the sampling frequency range is 3 Hz to 155 kiloHertz. In dual channel mode the sampling frequency range is 3 Hz to 60 kiloHertz. Analog data is retrieved through 1/0 channels 0 and 1.

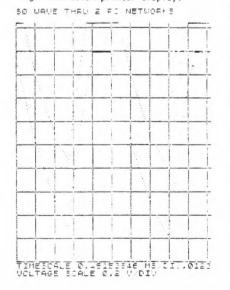
In progress is a cursor and numerical readout routine and spectrum analysis routines using the FFT.

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COPY to printer of TV screen:

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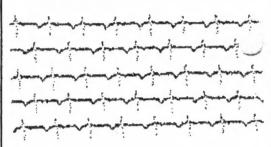


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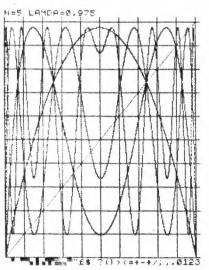
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PRINTER PLOTTER. This program can be used as a subroutine to plot in pixel graphics on the ZX or Timex printer. It is written in machine code and BASIC. It is well documented and modular. The program is arranged in 4 parts. Part 1 can be used to clear the plot image in memory. Part 2 can draw a 10 X 10 grid (graticule) in memory. Part 3 is used to plot a point at position X,Y. Part 4 is used to generate or acquire data to be plotted. Data may be fed to the printerplotter with either BASIC or machine code. A subroutine is included which is used to acquire data through an 1/0 port address. The time interval between successive I/O data transfers is a variable. After each time interval the X value will be incremented to the right one pixel. The number of dots plotted per time interval is a variable, thus plots with steep grades can be filled in for easier visual analysis. The number of readings per dot is a variable and is used to average the data. These features are especially useful when the Plotter program Is used with our Analog Interface Board. This program has been used with a heart monitor and the Analog Board to produce the display below.



This program was written by J. V. Kane and Co, 109 Ardmore Av, Ardmore PA 19003. J. V. Kane and Co will be most pleased to answer any inquires you may have about this program.



N=5 LAMDA=0.975

ISMOVE: A Simple Moving Graphic in Machine Code

When you get your first computer and learn a few BASIC commands one of the first things you do is make something move. A new 1/5 1000 user may produce a program like this:

It's guite exciting to see the moving "inverse space" [IS] at first, but after a while you realize how slow it moves and that Sinclair BAIL. The following 280 machine code program works the same way as the a w BAISI program does! However it is executed so fast that a DELAY submoving that to be adder, so your eye and display screen can deal with it. Its great seed also enables us to add a speed control facility in an accompanying BASIC program.

TSHOVE is 34 Bytes long. If yo, dim't use an a sembler or have a favorite machine code loading program type in the following program.

Now type in the following numbers starting with 42 (16514 is the address of the first Byte). This is the decimal machine code listing:

HERASELIMAL LISTING

HE :	HET	M	HE:	HE	, .	i.c.
				23		
44444444444444444444444444444444444444	3E 80	61	######################################	CONTRACTOR SERVICES	ee FE	
4090	CE 9E	42	4093	16	FÇ	

The Z8O mnemonic listing and explanatory notes are as follows (all numbers are hexadecimal except those preceded by a "="):

Zee HNEHONIC LISTING LD A SE LE MALL A PUSH EI CALL SELAY CALL SELAY LO A LC INL A INC AL SUN AL SUN AE CUNZ LOOP RET ISEE NOTE E ISEE NOTE S SEE NOTE 9

SEE N. ...

1574 F +554

Notes: A) The first 4 lines locates the Display File A) The first 4 lines locates the Display file and adds 298 to the address. This will locate the first space in the Rth line. (It is important to understand the layout of the Display file for doing Nt., oraphics.)

B) B is the counter for the DNI7 instruction (see F).

C) BO is the hexadecimal character code for the Display file.

in the Disciplay File.

D) This instruction saves the counter by putting it on the stack so it can be retrieved later with the POD instruction. We need the BC register in the DILAY subroutine.

E) The IS will move too fast unless we put in the DELAY subroutine. CALL is the M.C enuivalent of GOSUB. 2 CALLs are included to give space is substituted for the IS.

G) Return to LODP and decrement B if BrD.

H) MOP is "mo operation". It is an empty loon that cycles the number of times as the number that is loaded in B. We can requilate the speed of the moving IS by POMICING in a different value for B.

After you have entered the machine code type in:

and delete lines 20, 30 and 40. You should see the 15 move steadily across the screen if you have entered the pronoun properly. The speed of the IS is faster than the BASIC program, but it is still rather slow. However, as mentioned in note B we can regulate the speed by changing the value in register B in the DELBY subvoutine. The address of this number is 16543. The speed can be changed by POECIng a number between 0 and 255 into this address (D is the fastest). The following program will help you do this (do not change your current lines 1 and 10):

```
CHECK TON CUENC TO
CHAIN BOLDER TO THE WEST TO THE SECOND TO THE SECOND TH
          AT CELUT SPEC MAITING PER-

TO GARLE VEL 1851A

``

RUN this program and it will ask you if you want to INPUI a new "speed factor". After you do this the program will run each time you press M/L. Pressing "C" instead of M/L will let you change the "speed factor" again. You will find that you will not even be able to see the mouring IS at low values of the "speed factor".

A further excercise would be to put the moving IS on a different line and to try to make the IS move in different directions.

JOEL 2512

## A MYSTERY PROCEAU

The following "MYSTERY PROCRAF" is by a foll folt and was first published in the February 1982 issue of a British magazine called "YOUR COLUMNE". Fore is the program with a slight variation:

- 1 PRINT "HERE IS A 10 YEAR BINARY COUNTED"
- 2 LET A=PEEF 16396+256\*PEEF 16397+32
- 3 LET P=PEER A=157
- 4 POFE A, 157-B
  5 LET A=Λ-1
- 6 COTO 2+B

1.2) 11

00

3

11.

111

121

IT.

111

The mystery is to discover what it does and how it works. Type it in your computer and FUE it before reading further.

Now that you're reading further, I'll explain the "mystery" to me. The first line just reserves 32 spaces (for IK or 2K computers). Line two sets A to the value on the left of the first line of the display file. Line 3 looks like a mistake!! Fowever the program works. Are you setting A to 157 and PEFFing at ECM address 157? ALL URGEC! The next line POFFs A so A can't be 157. After some more confusion I found line 3 reads as follows:

IFT B = either a l if the number at address A is

157 (true) or LFT B = a 0 if the number is other
than 157 (false). The first equal sign tells the
computer what B is (assignment) and the second
equal sign tells the computer to test for true or
false (boolean). So B is either 1 or 0.

Line 4 pokes an inverse 1 if B is () or an inverse 0 if B is 1.

Line 5 sets the address one place to the left.

Line 6 loops back to line 2 if PEEK A was an inverse 0 or to line 3 if an inverse 1.

I hope all this is now clear. The next mystery is for you to solve. How do you save this program?

Pob Orrfelt

6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 12 43 44 15 46 47 18 49 50 51 52 53 64 55 56 57 58 59 60 61 62 63 64 65 66 67 68 64 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 89 87 90 91 92 93 94 95 96 97 18 99 100, 101 101 103 104 105 106 107 108 109 110 111 112 113 114 115 116 117 118 119 120 121 122 123 128 125 125 128 129 129 130 131 132 133 134 135 136 137 138 139 140 141 142 143 144 145 146 147 148 149 150 171 152 153 154 155 156 157 158 159 110 161 162 163 164 165 166 167 168 169 770 171 172 173 174 175 176 177 178 179 180 187 182 183 189 185 186 187 188 189 190 181 182 193 178 178 178 179 179 179 179 199 400 401 201 203 204 205 206 207 209 209 209 210 211 212 213 214 215 216 417 218 219 220 221 222 223 224 225 226 227 228 227 220 231 232 235 254 267 236 237 238 239 240 241 242 243 244 247 246 247 248 249 250 251 252 253 254 257 256 257 258 259 260 261 262 263 264 351 352 335 354 356 356 357 357 357 360 341 342 345 347 346 347 348 347 350 357 357 357 358 357 358 357 368 367 360 367 34 345 346 347 348 349 349 370 371 372 373 374 375 376 377 378 379 380 381 382 383 389 385 386 387 387 389 391 392 393 374 395 376 397 398 399 900 401 401 403 404 405 406 407 408 409 400 411 412 413 414 415 416 417 418 919 920 931 412 423 924 425 926 937 929 463 464 465 465 466 467 468 467 470 471 472 473 474 475 472 473 474 475 470 471 472 473 474 475 496 441 448 444 600 501 500 506 505 506 505 506 507 607 509 510 511 512 513 514 515 576 577 518 519 520 521 522 523 516 527 528 527 528 534 530 531 531 531 537 536 537 538 519 549 540 541 542 433 544 547 546 347 578 579 571 571 553 534 535 554 677 578 579 579 SLL 663 564 566 566 566 567 567 570 571 572 573 374 577 576 577 577 577 577 577 570 580 381 583 584 585 586 387 588 577 570 571 572 573 574 595 596 597 598 699 600 601 602 603 604 605 605 605 607 608 607 608 609 610 611 612 613 614 615 616 617 618 619 620 621 622 623 624 625 626 627 11 662 663 664 665 666 667 665 667 670 671 672 673 674 675 676 677 679 679 699 689 687 689 687 688 687 688 689 670 691 672 673 699 647 696 647 698 699 700 181 702 703 704 705 706 707 708 707 710 711 712 713 74 715 716 717 718 719 720 721 722 722 724 727 726 

FIGURE

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LOAD "FONE"



FEATURES:

Search Routine: alpha-numeric, finds full name or first letter of names, or finds a phone number by the last 4 digits. (i.e. that forgotten long distance call on your phone bill) A sorting sub-routine saves search time by moving more frequently searched items to the top of the list. A floating endpoint saves time by not searching the unused section of the list.

MENU DRIVEN COMANDS:LIST,...(prints out all list items)
ADD....(allows additions to list)
DELETE.(removes from list)
SEARCH.(finds name/number)
RECALL.(finds number/name)
FILE...(files ammended list)

SET-UP ROUTINE: Takes only a minute, I time.
Allows you to name the list.
Allows you to set the size of list.
Clears a used list.

THE SET-UP COMMANDS ARE: 1. ENTER

-space- ENTER

FIND 2 ENTER

LET 85\* "name of list" ENTER

LET A=size of list ENTER

95 ENTER

GOTO 30 ENTER

THESE COMMANDS ARE ENTERED WITHOUT LINE NUMBERS

Use GOTO 1 ENTEP, after a -break- or an error code, to return to the Menu. On occasion you might get an error code 5/line#, this happens when your search returns more lines than the screen can hold. C ENTER will allow you to continue. You can input 0,1, or up to 18 letters to search, i.e. SMITH will return all Smith names, including Smithe. If you're not sure of the spelling, Search SM and get Smith, Smithe, and Smythe John.

NOTES: This program was written for 16K, TIMEX 1000, and will hold 300+ names/numbers in 16K. If you have 32K memory you can LET A=700 and the list can held 700 names, with a corresponding increase in LOAD time. I recommend a "mize of list" of 100 as a convenient size as this fits nicely on a C-5 tape. B\$ is any name you wish to head the list, it can be up to 14 characters long. Line 95 is a list of set up commands in case you lose this sheet. LETT: after you LOAD the first time, prints out information stored in array; it is removed by GOTO 30 when you set up.

```
410 PRINT "LIST FULL":
420 LET B=B-1
430 FOR J=1 TO 23
440 PRINT "*";
 SET-UP ROUTINE
ENTER THESE COMMANDS-NO LINE NO.
 SPACE
 NEXT U
 3PACE
RUN 2
LET 8*= 14 MAX"
LET A=50
95
G0TO 30
 450
 460
 470
 PRINT
 GOTO
 490 CLS
500 LET B=X
510 PRINT "NAME ?"
520 INPUT N$(X, TO 18)
530 PRINT "AREA CODE ?"
540 INPUT N$(X,20 TO 22)
550 PRINT "FIRST 3 DIGITS OF PH
 1 GUTO 80
10 REM COPYRIGHT 1983 GERALD F
RXTON
20 DIM B$(14:
30 DIM N$:R,32:
40 LET E=0
50 LET E=0
SO LET E$="."

60 CLS

70 PRINT B$;" TELEPHONE LIST"
80 PRINT
80 PRINT "LIST ALL NAMES "NAME
70 PRINT "LIST ALL NAMES "NAME
70 PRINT "LIST ALL NAMES "NAME
70 PRINT "LIST ALL NAMES "NAME
71 PROPERTY AS "TO PROPERTY AS "TO PROPERTY AS 27." KEY P.". "TO PROPERTY AS "TO
 ONE NO.7"

SEØ INPUT N$(X.25 TO 27)

570 PRINT "LAST 4 DIGITS

580 INPUT N$(X.29 TO 32)

590 PRINT N$(X)

600 PAUSE 150
 610
620
630
640
 GOTO 60
CLS
PRINT "DELETE NAME ?"
INPUT Z$
 640 INPUT Z$
650 LET X=1
660 IF N$(X, TO LEN Z$)=Z$ THEN
600 TO 700
670 IF X=B THEN GOTO 880
680 LET X=X+1
690 GOTO 660
700 CLS
710 PRINT N$(X)
720 PRINT "TO DELETE"; TAB 15; "F
 160 IF INKEY$="F" THEN GOTO 129
 730 PRINT "TO DELL"

740 PRINT

740 PRINT

750 PRINT "FOR NEXT """ Z$;""

760 PRINT "KEY "ENTER""

770 INPUT Z$

780 CLS

790 IF Z$()"D" THEN GOTO 670

800 PRINT .,N$(X),"DELETED"

810 LET N$(X) = E$

820 FOR X = X TO E - 1

830 LET N$(X) = N$(X+1)

850 LET N$(B) = E$

860 LET B = B - 1

870 GOTO 800

900 GOTO 60
 160 IF INKEY$="F" THEN GOTO 129
0
170 GOTO 100
180 CLS
190 LET X=0
200 LET X=0
200 LET X=X+1
200 LET X=X+1
200 PRINT N$(X)
240 IF J=20 THEN GOTO 210
250 IF X (B THEN GOTO 210
250 IF X (B THEN GOTO 210
260 PRINT "LAST ITEM ON LIST"
270 GOSUB 290
280 GOTO 80
290 PRINT "KEY "ENTEF" TO CON
TINUE"
300 PRINT "KEY "ENTEF" TO CON
TINUE"
310 INPUT Z$
320 CLS
350 LET B=B+1
360 LET X=1
370 IF B=A OR XAR THEN GOTO 410
380 IF N$(X)=E$ THEN GOTO 490
390 LET X=X+1
400 GOTO 370
 910
920
930
940
 CLS
PRINT "NAME ?"
 930 INPUT Z$
940 LET F=0
950 LET X=1
```

960 CLS
970 PRINT "SEARCHING..."; Z\$
980 IF N\$(X, TO LEN Z\$) <> 2\$ THE
N GOTO 1030
990 LET F=1
1000 LET F=1
1000 LET T\$=N\$(X)
1020 PRINT T\$
1030 LET X=X+1
1040 IF X=B THEN GOTO 930
1050 PRINT
1060 IF F=0 THEN PRINT """; Z\$
"" NOT FOUND"
1070 IF F=1 THEN PRINT "NO MORE
1070 IF F=1 THEN GOTO 1140
1100 FOR X=Y TO 2 STEP -1
1110 LET N\$(X) =N\$(X-1)
1120 NEXT X
1130 LET N\$(1) =T\$
1140 GOTO 30
1150 CLS
1160 PRINT "LAST 4 DIGITS OF NUM
BER ?"
1170 INPUT Z\$
1180 LET F=0
1190 LET X=1
1200 CLS
1210 PRINT "SEARCHING..."; Z\$
1220 IF N\$(X,29 TO 32) <> 2\$ THEN
GOTO 1250
1230 LET X=X+1
1260 IF X=2
1240 PRINT N\$(X)
1250 LET X=X+1
1260 IF X=1
1240 PRINT N\$(X)
1250 LET X=X+1
1260 IF X=0 THEN GOTO 1220
1270 IF F=0 THEN PRINT Z\$; NOT
LISTED"
1280 GOTO 70
1290 CLS
1300 PRINT AT 10,10."START TAPE"
,TAB 10."MEY ""ENTER"""
1310 INPUT Z\$
1320 GOTO 1

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